

A VIDEO GAME CARTRIDGE FROM  
BANKER BROTHERS

# ASTRO CHASE™

FOR THE ATARI 5200™ GAME SYSTEM

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2001 First Street, Fort Lauderdale, Fla.  
Patent 4,198,100; Banker Brothers, Beverly Hills, Calif. 90210-1000.

## **OBJECT**

Your mission is to save the planet earth from total destruction! To do it, you must eliminate all 8 mega-mines now approaching earth—just one will shatter the earth like glass! And while you're blasting mega-mines, you must also destroy a barrage of enemy ships as they chase you to the ends of the galaxy! The larger your conquests—the bigger your reception upon returning home! Good luck with your mission!

## **SETTING THE CONSOLE CONTROLS**

- 1 Place the cartridge firmly into the cartridge slot at the top of the Atari 5200 unit.
- 2 Press the ON/OFF switch to ON.
- 3 Once the initial animation scene has ended, press down the **IF** button located on the joystick controller

to choose the Chase or still level desired. The numbers will appear at the bottom, left-hand side of the screen. You must press the **IF** button each time in order to advance to the next Chase. **NOTE:** You cannot select Chase 25 through 34. You must survive Chase 24 to be awarded the opportunity to play Chase 25 or higher. If you lose at any Chase past 24, the game will automatically return to Chase 23.

- 4 To begin playing, press down the **START** button on the joystick controller.

## **THE JOYSTICK CONTROLLER**

Plug the joystick controller firmly into the Atari 5200 unit at the jack labeled "No. 1."

Use your joystick to navigate your ship in any direction—left, right, up, down, or diagonally. Press the lower **FIRE** buttons on either side of the joystick controller to shoot lasers at attacking enemy ships or mega-mines. Holding down the **FIRE** buttons lets you fire in rapid succession.

Fire Buttons



ATARI 5200  
CHASE

## PLAYING

The following illustrates all the situations which may appear on the screen during the game.



Each time you begin the game for the first time, or begin a new Chase after the earth has been destroyed, you receive 3 saucers, each having 1,000 units of energy.

## FORCE FIELD

The galaxy is surrounded by an invisible (and inescapable) force field. Its parameters are defined by the 4 Energy Generators located in the four furthestmost corners of space, and by the 8 Shield Depots located across the top, sides, and bottom of the field. If you hit the Force Field, the galaxy spins—you lose energy—but bounce back. You can, however, shoot through the Force Field and destroy enemy ships or Mega Mines.

## SHIELD DEPOTS

To activate your shield and become invulnerable to all enemy blasts and swimming, simply fly through one of the 8 Shield Depots. You will hear a short musical cue and your saucers will begin to flash. Note: if you run an enemy ship, or if one runs you, it will automatically be destroyed. The shield lasts for approximately 10 seconds and you will use 100 units of energy upon activating it.

## **ENERGY GENERATORS**

There is an **endless** supply of energy available from the 4 Energy Generators located just within the four corners of the Force Field. To reenergize, simply fly through one of the generators. Each horizontal pass through it gives you 12 additional units of energy. Each vertical pass through it generates gives you 24 additional units of energy. **NOTE:** For each second of saucer flight time, and for each single blast of your laser, you use 1 unit of energy. You also lose energy when your saucer bumps into hot stars and planets. When your energy level drops to 200 units, a warning will flash on the screen. Use all your energy and your saucer blows up. **NOTE:** When you have run out of energy, the energy display on the screen will show an abnormal reading, such as 99999.

## **LAZERS**

To fire lasers, simply hold down the **FIRE** button on the joystick and simultaneously move the joystick in the direction you want the laser to shoot.

## **SINGLE THROTTLE PROPULSION\***

This special game feature lets you lock your saucer on course at a constant speed and simultaneously continue to shoot in any direction—regardless of the direction of travel. To fly, simply tap the joystick in the direction you wish to head. Then, by holding down the **FIRE** button, you will continue flying in that direction, but will be able to shoot your missiles by moving the joystick.

## SCORING

### Destroying Energy Ships



**Ramjet:** 10 points

**Characteristics:** They ram only, and cannot go through planets. They are slower than jets.



**Ravisher:** 30 points

**Characteristics:** They can ram only, but can go through planets.



**Firestorm:** 50 points

**Characteristics:** They ram and fire beams, but cannot go through planets.



**Firebolt:** 60 points

**Characteristics:** They ram and fire beams, and can go through planets.



**Ravisher Jet:** 50 points

**Characteristics:** They ram only, but cannot go through planets. **ALL JETS HAVE DOUBLE SPEED.**



**Ramjet Jet:** 40 points

**Characteristics:** They ram only, and can go through planets.



**Firebolt Jet:** 70 points

**Characteristics:** They ram and fire beams, but cannot go through planets.



**Firestorm Jet:** 80 points

**Characteristics:** They ram and fire beams, and can go through planets.



### Destruction Mega Mines

Each Mega mine is worth 3 times the point value of the type of enemy ship appearing in that chase.

EX: In Chase 1, Ramjets are worth 10 points each and the attacking lighters therefore, each Mega mine destroyed is worth 30 points (3 x 10 points).

### Bonus Seconds

Whenever you successfully complete a Chase, you will be awarded 2 bonus seconds, each with 1,000 units of energy.

### Remaining Energy

When you survive a Chase, the energy remaining in your player is converted into points and added to your score.

## **SPECIAL JOYSTICK CONTROLS**

### **"Pause" Button**

While your saucer is moving, depress the "Pause" button on the joystick controller and the action will pause. To begin the action, simply press the "Pause" button again.

### **"Start" Button**

At any time during the game, while your saucer is moving, you may abort your mission by pressing down the "Start" button on the joystick controller. You may then press down the "Start" button to begin the preceding Chase again, or depress the "Start" button to choose another Chase, and then press the "Start" button to begin playing. **NOTE:** whenever you abort your mission, you will lose all your bonus saucers and points accumulated to that point.

### **"Q" Button**

At any time during the game, if you wish to eliminate the music, and hear only the battle sounds, press down the "Q" button on the joystick. To restore the music, simply press the "Q" button again.

### **Reset Button**

The Reset button will restart the game beginning with the animation sequence. The high score will be lost.

## **END OF GAME**

The game ends when you lose all of your saucers, or a time limit reaches the 8 with and takes it apart. Press the "Start" button to begin again.

## **STRATEGY TIPS AND SERVICE INFORMATION**

If you would like strategy tips on **GETTING CHASE** or have any questions or comments about this game or other Parker Brothers electronic games, write to the Consumer Response Department at the address below, and we'll respond to you. In the U.S.A., Parker Brothers, P.O. Box 1072, Quincy, MA 02269. In Scotland and New Zealand: Teleplay, Ltd., 104 Beaufort Road, Alexandria, N.S.W. 1505.

In Canada: Parker Brothers, P.O. Box 960, Toronto, Ontario, Canada M6E 1B7 or the corresponding Parker Company, Queen Street, Toronto, Ontario, Canada M5H 1Y5 (England).

If you would like your difficulty regarding playing **GETTING CHASE**, call our Customer Service Department at these toll-free numbers:

In Massachusetts	1-800-858-2872
All other states (except Alaska, Hawaii)	1-800-451-5447
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